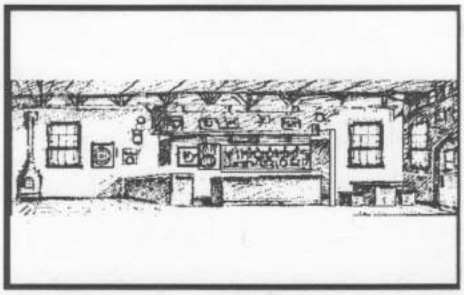
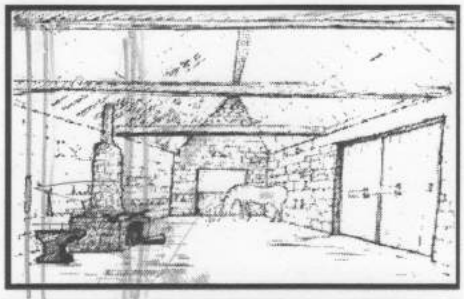
IR-PUB

Priority 1a



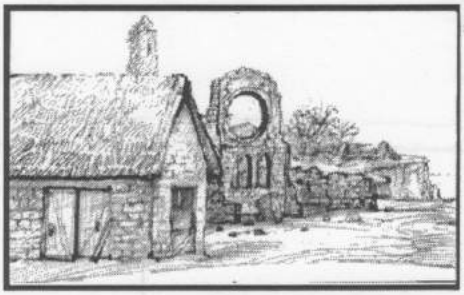
IR-SMITH

Priority 2a



IR-RUINS

Priority 3a

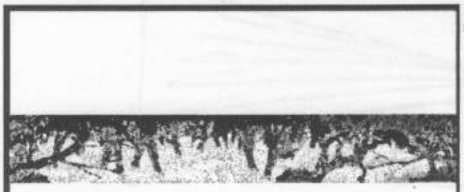


IR-DLMAN

Priority 4a

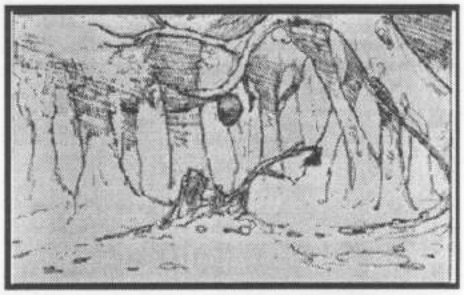
IR-WOODS

Priority 5a



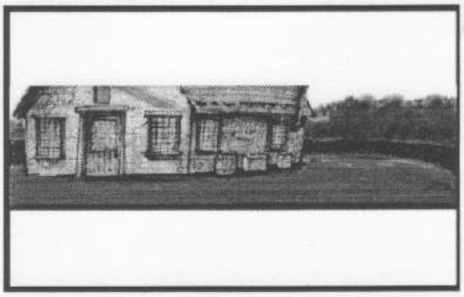
IW-BEES

Priority 6a



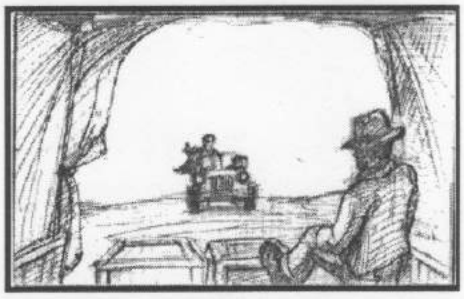
IR-PUB-X

Priority 7a



IR-TRUCK

Priority 8a

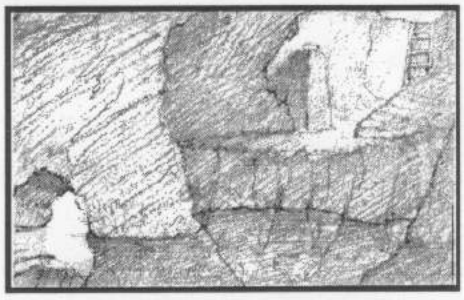


IW-BODY

Priority 9a

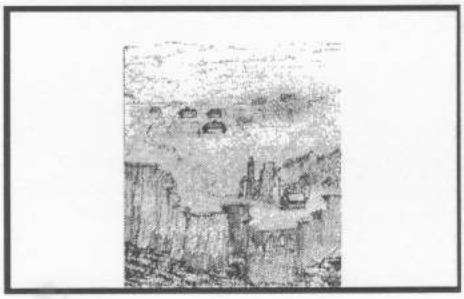
IR-STONE

Priority 10a



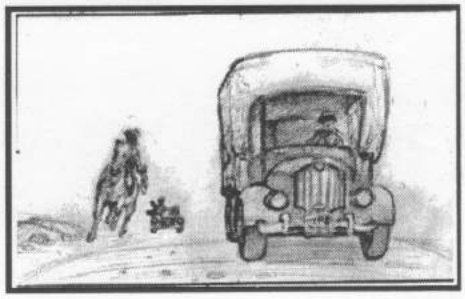
IR-OVER

Priority 11b



IR-CHASE

Priority 12b

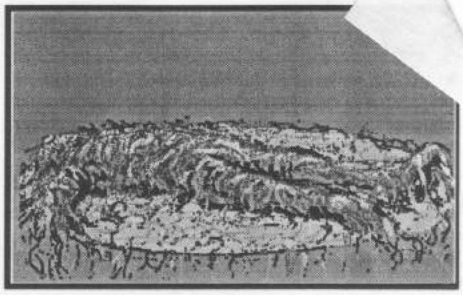


IW-HAND

Priority **13c**

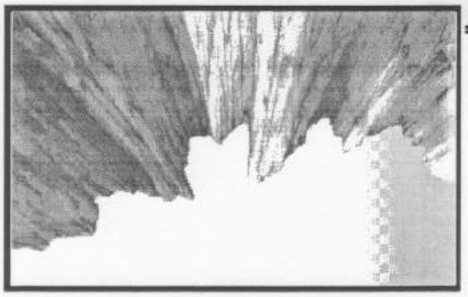
ID-CU-CO

Priority **14c**



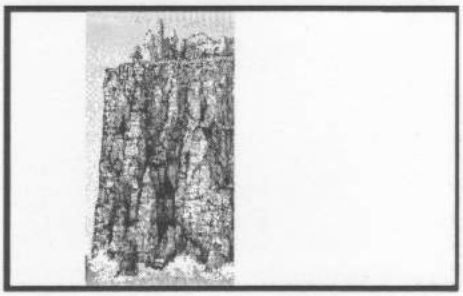
IC-DOWN

Priority **15c**



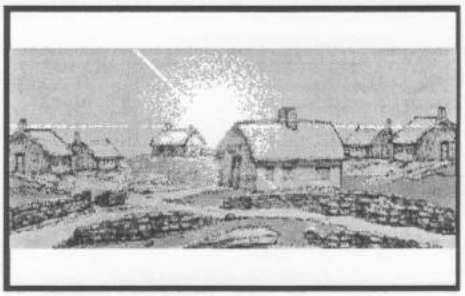
IR-CLIFF

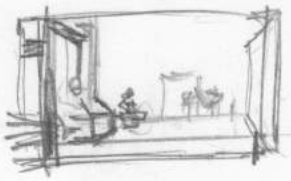
Priority **16c**



IR-VILL

Priority **17c**

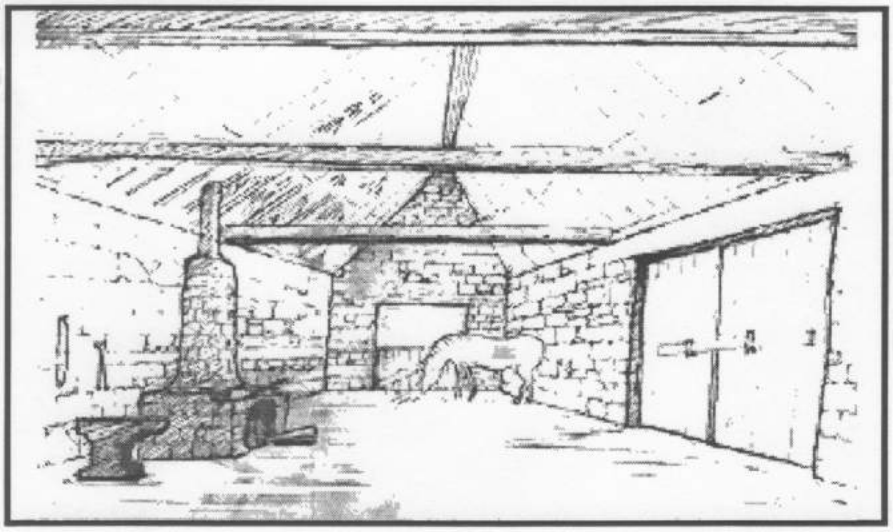




9/15/93

IR-SMITH

2a
Priority



Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Smithy near Monastery Ruins **Perspective** Regular

What happens here

Indy must fashion longer chain using the Blacksmith equipment.
Indy must use coals with the fire, use the bellows, and hammer the metal into a link to join the chain pieces
Later Bellows used with smoky peat to quiet bees
Indy finds a chain here (2 actually... one holding the horse, and one attached to the bellows. The one w/horse has hook.
Indy starts flames for his torch here.
There is a horse here. There is a bridal here... use bridal?

Doors to...
IR-RUINS

Actors
IS-HORSE

Sounds
forging metal,
hammer blows,
whinnies

Special Case Animations
IS-FORGE Indy forging metal
IS-BELLO Indy using Bellows
IS-HORSE White riding horse

Pickupable objects
i-coals Coals for forge
i-bridal Bridal for horse
i-bellow Bellows for bee smoke
i-hchain Chain holding horse
i-bchain Chain with bellows
i-fsack Feed sack from horse
i-tongs Tongs for forging

Multiple State Objects

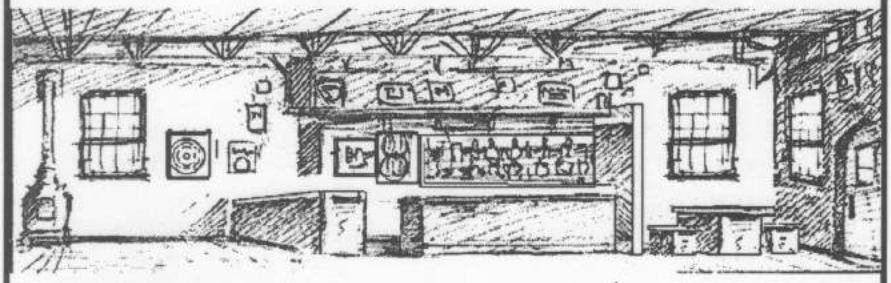
Touchable objects
note from horse owner
(needs shoeing?)
anvil, tongs, horse
shoes, tongs

Puzzles/IQ points
Indy uses forge

9/15/93

IR-PUB

1a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Ireland Pub **Perspective** Regular

What happens here

Indy is shunned by patrons, buys drink for Costello who suspects that Constable was killed. Indy searches the woods and finds corpse and returns with news. Indy finds burned note inside fireplace. Indy can buy beer for dart thrower in order to break mirror (wooden dart board case has mirrored front). Costello later makes accusation of murderess.

Doors to...

IR-VILL

Actors

BARTENDR
COSTELLO
PATRON1
PATRON2
PATRON3
PATRON4
DARTGUY

Sounds

pouring beer
clinking glasses
chatter

Special Case Animations

IY-SIT Indy sits down and drinks
CO-SIT Costello sits at table, drinks, up
DARTGUY Patron who drinks & plays darts, smash mirror
BARTENDR pours drinks, wipes bar, tidies up
PATRON1-4 talk, drink, listen to accusation
CO-ACCUS Costello walks drunkenly, talks to patrons and gestures at priestess

Pickupable objects

i-clue Message from Priestess
i-mirror Broken pieces of mirror
i-zippo Lighter
i-shovel Fireplace shovel

Multiple State Objects

Door
Dart Board w/ mirrored case

Touchable objects

Mugs, Photos, News Clips, Cricket Trophies, equestrian awards, darts trophy

Puzzles/IQ points

Find clue in fireplace. (use shovel w/ ashes)
Get dart player drunk and break mirror for pieces.
Bring all three clues to Costello.

9/15/93

IR-RUINS

3a
Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Ireland Ruins/ Entry to the smithy and the woods

Perspective Regular

What happens here

Horse is seen at smithy door.
Smoke rises when Indy uses forge

Doors to...

IR-OVER
IR-SMITH
IR-WOODS

Actors

JEEP
STALLION

Sounds

Galloping?
Jeep revs (tires in dirt)

Special Case Animations

JEEP	Jeep pulls up with Dunkelvolk
STALLION	Horse bursts through doors w/indy
IR-CLIMB	Indy climbs cliff, runs to smithy
IR-REACT	Dunkelvolk reacts, shoots

Pickupable objects

i-plank to cross bog in woods? dig body?

Multiple State Objects

smoke

Touchable objects

'Back Soon' note
White horse
Burned Ruins
Entry to woods

Puzzles/IQ points

9/15/93

IR-DLMAN

4a
Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Ireland Dolman Stone/Tree

Perspective: Regular

What happens here

Indy watches ceremony. Priestess uses flames to remove roots. Druids pry stone up with great effort. Priestess walks down under tree. Dunkelvolk brings Costello as Prisoner. Dunkelvolk initiation. Costello held to stone. Priestess presents Stone Bowl, pours water on Costello. Costello death by roots. Indy sneaks away. Indy returns, uses own torch on roots, raises stone with chain. Druids return trapping Indy below.

Doors to...

IR-WOODS

Actors

PRIESTES
DRUID1
DRUID2
DRUID3
DRUID4

Sounds

Special Case Animations

```
ID-FLAME priestess uses flames
ID-ROOTS roots pull back
ID-LIFT  Druids raise stone up/lower
ID-PRISN walks,Costello held by Dvolk,stone
ID-RITES Priestess raises bowl, pours fluid
ID-TORCH Indy uses torch on roots
ID-LIFT  Indy sets chain, raises stone
* anims in ID-CU-CO if room not used
```

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

Indy uses torch on Roots
Indy opens stone entrance

9/15/93

IR-WOODS

5a
Priority

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description: Ireland Woods

Perspective: Regular

What happens here

Indy follows crows to Constable's shallow grave.
Indy finds path to Bees and Cloth clue

Doors to...
IR-RUINS
IR-DLMAN
IR-BODY
IR-BEES

Actors

Sounds
Crow calls
WolfHound barks

Special Case Animations
iw-crows Crows flying towards body in woods

Pickupable objects

Multiple State Objects

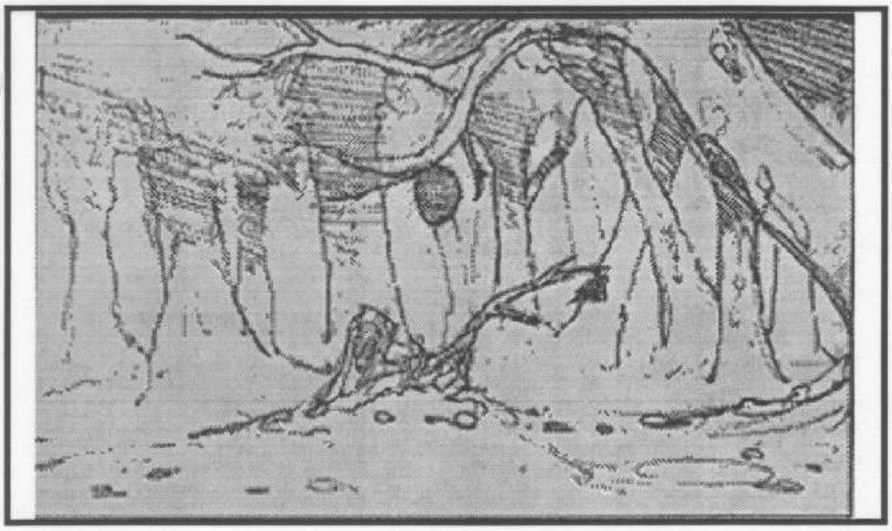
Touchable objects

Puzzles/IQ points
Follow crows to body

9/15/93

IW-BEES

6 a
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Bees keeping Indy from plaid cloth clue **Perspective** Regular

What happens here

Swarm of bees block path towards Dolman stone as well as prevent Indy from picking up cloth clue. There is blood on the cloth and it is made from a family plaid.

Doors to...

IR-WOODS

Actors

Sounds

buzz

Special Case Animations

IW-BELLO Indy uses bellows with smoke
IW-SMOKE Cloud of smoke to calm bees

Pickupable objects

i-plaid Plaid piece of clothing
i-hive Bee hive for pub

Multiple State Objects

Touchable objects

angry bees, brambles

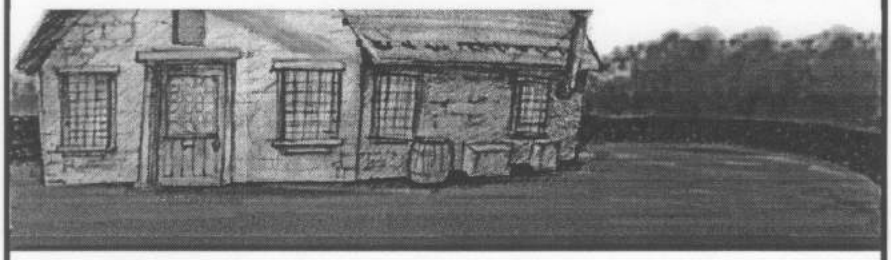
Puzzles/IQ points

Make smoke from Bellows, and smoky peat
Get Plaid cloth clue

9/15/93

IR-PUB-X

7a
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Ireland Alley

Perspective: Regular

What happens here

Indy can collect 5 pieces of peat in order to make his torch for the Dolman stone.

Indy could drop swarm of bees down fireplace chimney in order to empty out pub?
Need to stack barrels on top of each other?
Push peat box under smoke stack
Drop bees down stack

Doors to...

IR-VILL

Actors

Sounds

Special Case Animations

IR-PEAT Indy opens peat box, removes peat
IA-CLIMB Indy climbs in window
IA-BPOUR Indy pours bees into chimney

Pickupable objects

i-peat Piece of peat for fireplace

Multiple State Objects

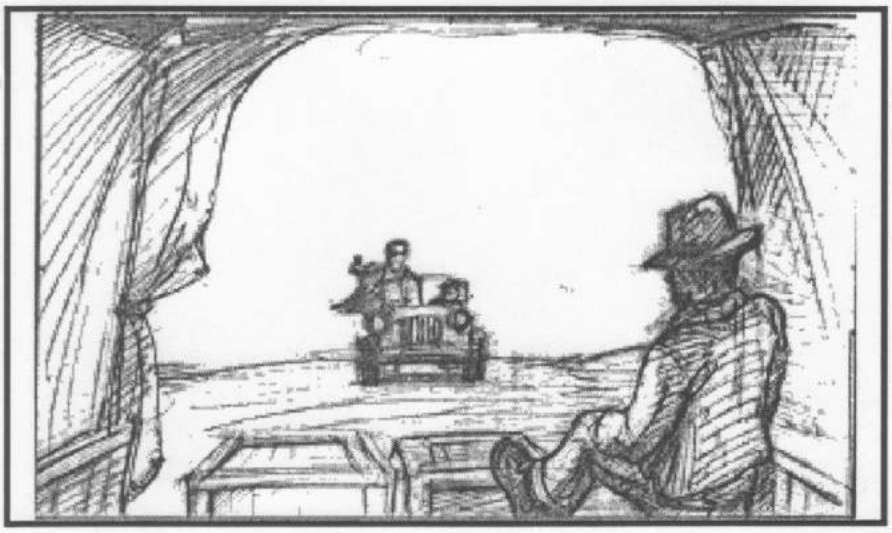
Touchable objects

Puzzles/IQ points

9/15/93

IR-TRUCK

8a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Ireland Truck scene (Inside Truck) **Perspective** Regular

What happens here

Indy just keeps shoving crates out the back. There is a crow bar hanging from one side. When openned, the crates still won't stop the jeep. Solution is to eventually throw the crow bar to stop the jeep

Doors to...

none

Actors

IT-JEEP

Sounds

Special Case Animations

IT-SHOVE Indy shoves crates from the truck
IT-CRATE Crate falls from the truck
IT-JEEP Jeep swerves but keeps getting closer
IT-THROW Indy throws crow bar in desperation
IT-OPEN Indy opens crates with crowbar

Pickupable objects

i-crowbar

Multiple State Objects

Touchable objects

Puzzles/IQ points

Throw the crow bar

9/15/93

IW-BODY

9a
Priority

Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Constable's Body found in Woods **Perspective** Regular

What happens here

Indy follows the crows to the shallow grave of the Constable. Crows surround a small hill of dirt. With a little digging, Indy uncovers the hand of the Constable. After openning the hand, a crow grabs the locket and jumps away. Indy must get something shinnier than the locket to attract the crows. The locket is the next clue to the murderer

Doors to...

IR-WOODS

Actors

Sounds

cawwing

Special Case Animations

IB-DIG Indy digs for the body with shovel
IB-CROW Crow with locket jumps away, flies if disturbed, drops locket
IB-SHINY Indy places shiny mirror for crows

Pickupable objects

Multiple State Objects

lots of crows
body under dirt

Touchable objects

crows

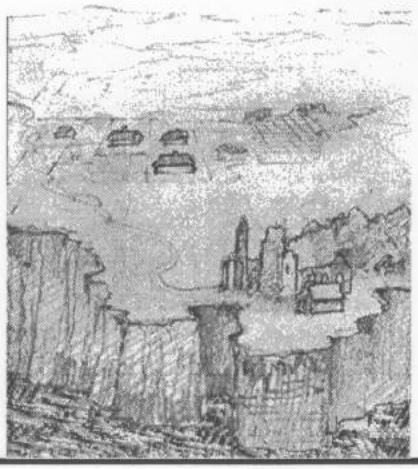
Puzzles/IQ points

Find the body
Use shovel from Pub to dig up dirt
Use broken mirror w/ light beam, and walk away to get crow to drop locet
Get the locket back from the crows with the shiny mirror

9/15/93

IR-OVER

11b
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Ireland Overview of cliffs/Monastery/Village

Perspective: OverVie

What happens here

Map View... Player is able to select Smithy, Village, Dublin (return to Map view), maybe Woods Entrance after Woods found from IR-RUIN screen

Doors to...

MP-EUROP
IR-RUIN
IR-VILL
IR-WOODS

Actors

Sounds

Special Case Animations

Pickupable objects

none

Multiple State Objects

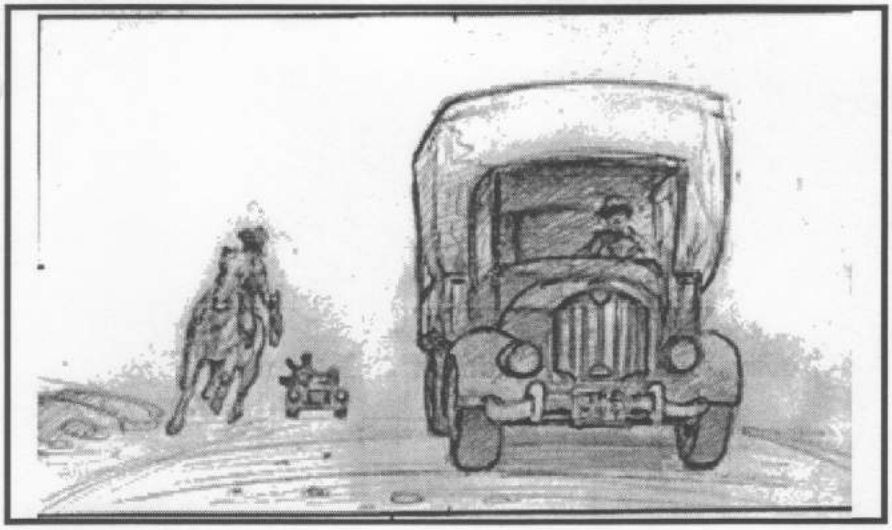
Touchable objects

Puzzles/IQ points

9/15/93

IR-CHASE

12b
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Ireland Chase scene (Road) **Perspective** Regular

What happens here

Just a dramatic cut scene to get to the interior truck view.
May want to only show road as indy scales up.... then pan truck over....

Doors to...

Actors

Sounds

Special Case Animations

IC-HORSE Horse running towards camera
IC-JUMP Indy jumps from horse to truck

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

IW-HAND

13c
Priority

Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description CloseUp of Constable's hand w/ locket and crow

Perspective Close Up

What happens here

Indy pushes arm and opens the hand and sees a locket
Crow flies in from over indy shoulder and quickly grabs the locket and flies away.
Indy reacts to losing locket

Doors to...

IR-BODY

Actors

Sounds

Special Case Animations

IH-OPEN Indy pushes arm and opens the hand
IH-CROW Crow flies from branch,grabs locket

Pickupable objects

i-locket locket from murderer w/photo

Multiple State Objects

Touchable objects

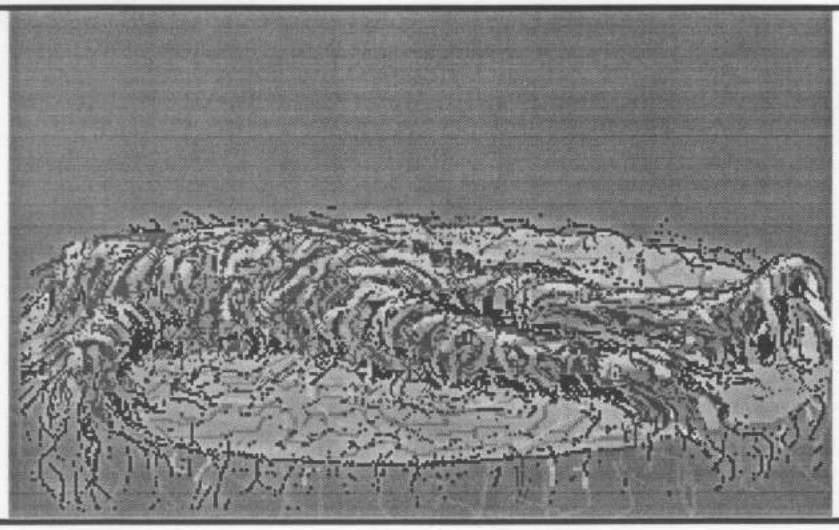
Puzzles/IQ points

Way to open the hand... push arm in close-up

9/15/93

ID-CU-CO

14c
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: CloseUp of Costello held to Dolman Stone

Perspective: Regular

What happens here

Close up of Costello held to Dolman stone as the roots bind his legs, and later the roots enter his abdomen.
This is low priority and we should try this with the IR-DLMAN shot first!

Doors to...

Actors

Sounds

something hideous

Special Case Animations

*ID-BIND Roots grab wrists/ankles
*ID-TEROR Costello watches roots
*ID-DEATH Costello is killed by roots

Pickupable objects

Multiple State Objects

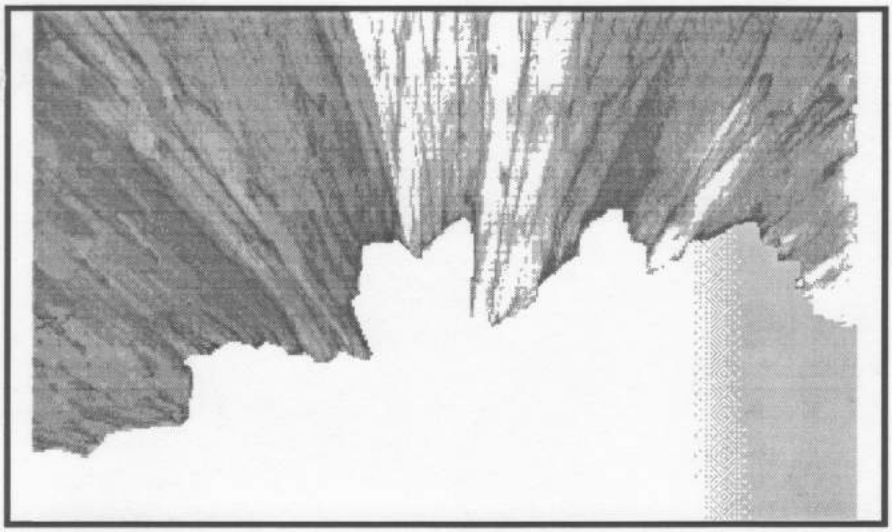
Touchable objects

Puzzles/IQ points

9/15/93

IC-DOWN

15c
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Ireland Cliff looking Down (Cut Scene)

Perspective: Regular

What happens here

Indy exits the stone room and is caught in the waves. Indy begins climbing the cliff face

Doors to...

Actors

Sounds

Special Case Animations

IC-SWIM Indy swims to cliff side
IC-CLIMB Indy climbs the cliff face

Pickupable objects

Multiple State Objects

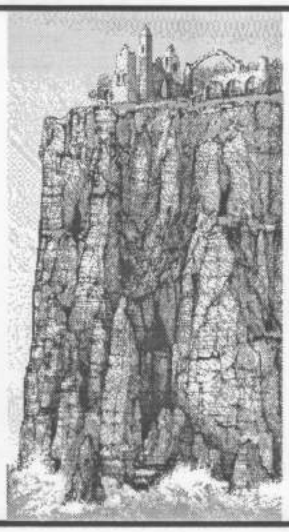
Touchable objects

Puzzles/IQ points

9/15/93

IR-CLIFF

16c
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Ireland Cliff 3 screen vertical shot **Perspective** Regular

What happens here

Opening for Ireland... Pan up from seaview

Doors to...

Actors

Sounds

waves crashing
gulls calling

Special Case Animations

IC-WAVES Waves crashing against the cliff

Pickupable objects

none

Multiple State Objects

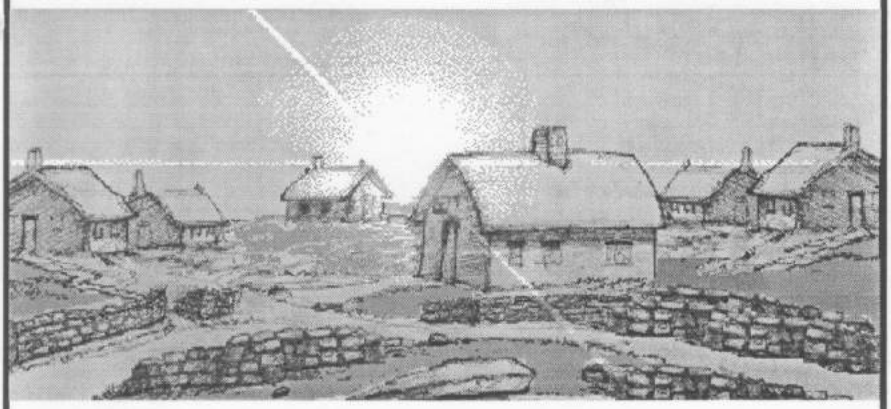
Touchable objects

Puzzles/IQ points

9/15/93

IR-VILL

17c
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Ireland Village

Perspective: Regular

What happens here

Indy can travel to the Overview, the Pub, the Alley

Doors to...
IR-OVER
IR-PUB
IR-ALLEY

Actors

Sounds

Special Case Animations

Pickupable objects

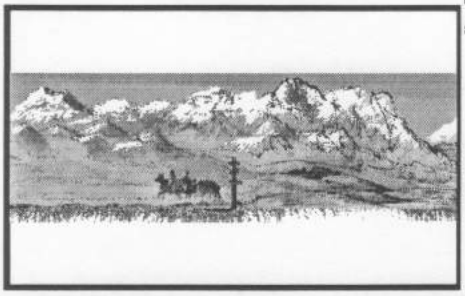
Multiple State Objects

Touchable objects

Puzzles/IQ points

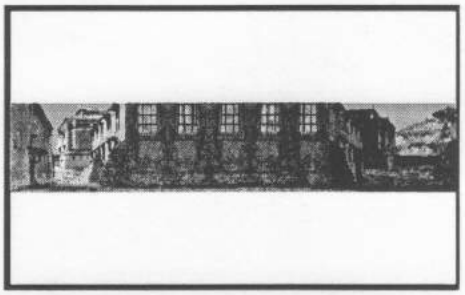
TU-GUIDE

Priority



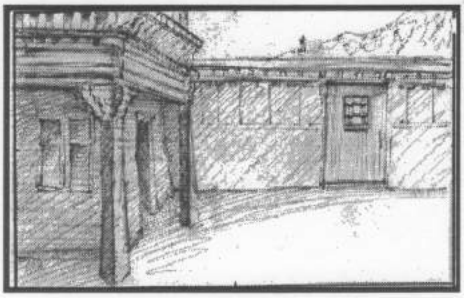
TU-MARKT

Priority



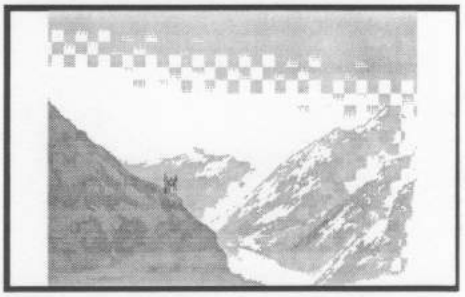
TU-SHRPA

Priority



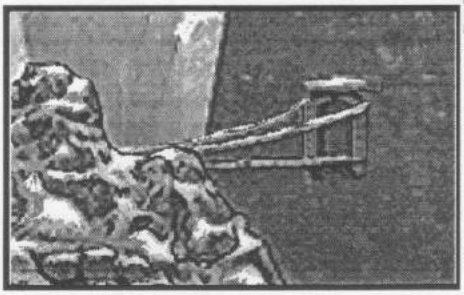
TM-TREK

Priority



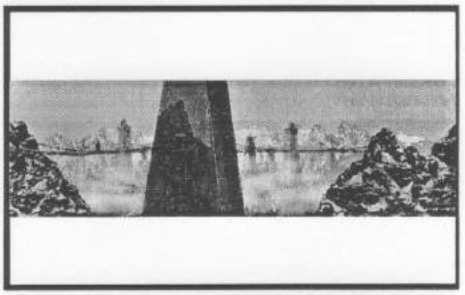
TM-DOOR

Priority



TM-OVER

Priority

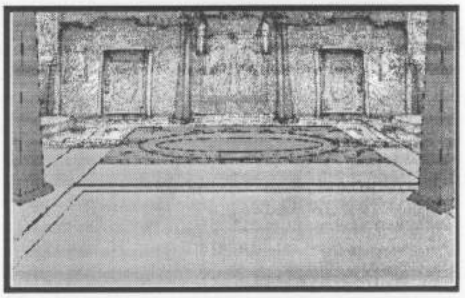


TM1-PRYR

Priority

TM1-TEST

Priority

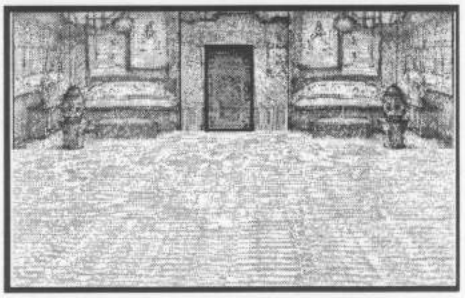


TM1-WARR

Priority

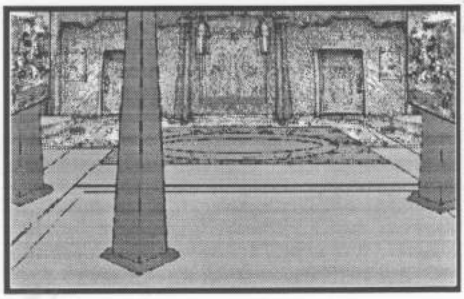
TM2-PRYR

Priority



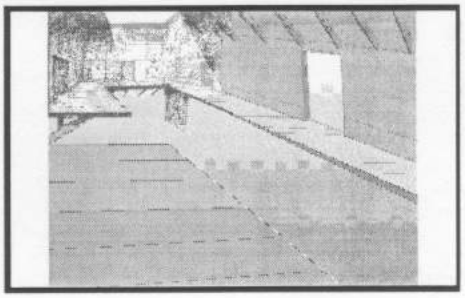
TM2-TEST

Priority



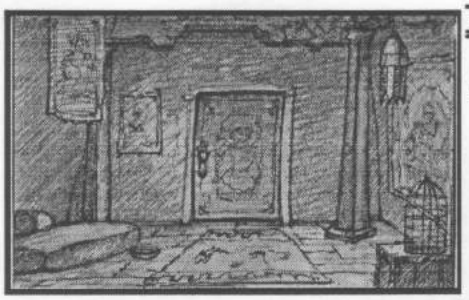
TM2-WARR

Priority



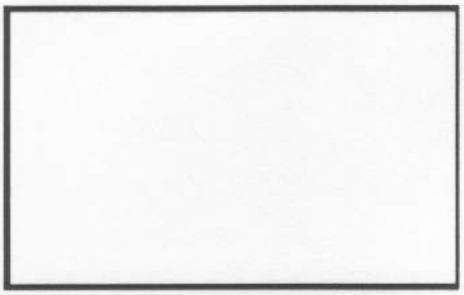
TM3-PRYR

Priority



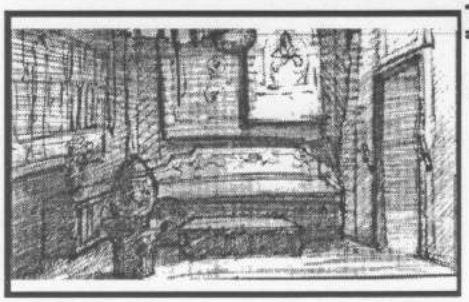
TM3-TEST

Priority



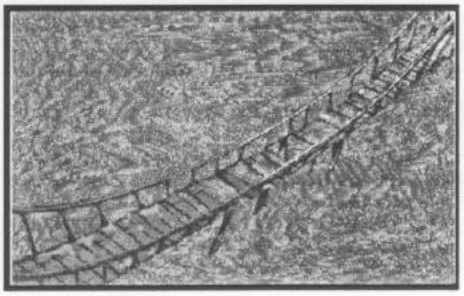
TM4-TEST

Priority



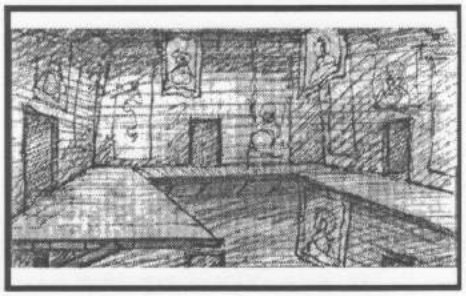
TM-BRIDGE

Priority



TM4-PRYR

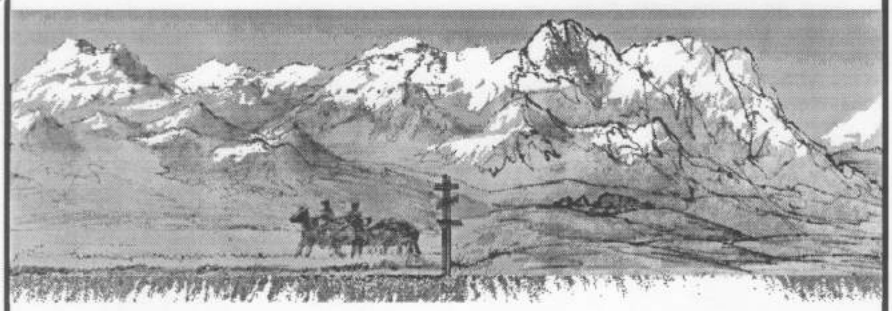
Priority



9/15/93

TV-GUIDE

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Tibet intro shot showing Indy guided to Village

Perspective

What happens here

CUTSCENE: Indy with guide and donkey silhoetted against sunrise Everest.

Doors to...	Actors	Sounds	Special Case Animations
none	Indy Guide		

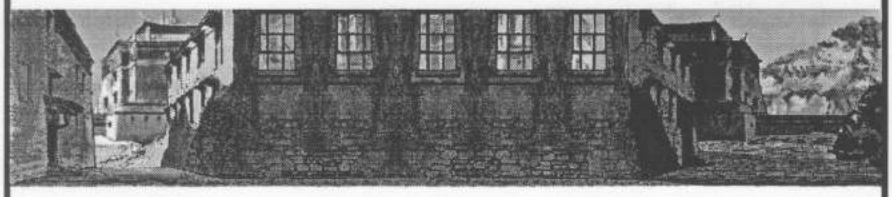
Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

9/15/93

TU-MARKT

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Tibet Village Market Exterior, introductory shot

Perspective

What happens here

Doors to...
MP-EUROP
TV-SHRPA

Actors
INDY

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

TV-SHRPA

Priority

Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Where Indy meets his Sherpa Guide

Perspective

What happens here

Convince Sherpa to guide you to the Monastery of the Butterflies.

Doors to...	Actors	Sounds	Special Case Animations
TV-MARKT	Indy Sherpa		

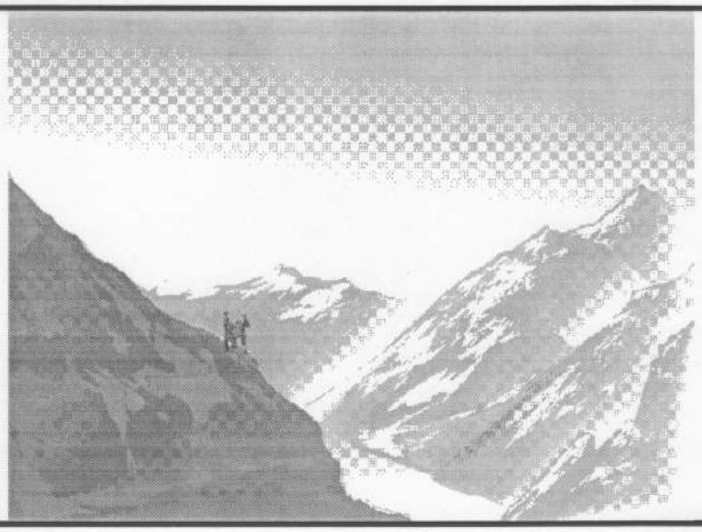
Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

9/15/93

TM-TREK

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Indy with Sherpa treck to Monastery

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

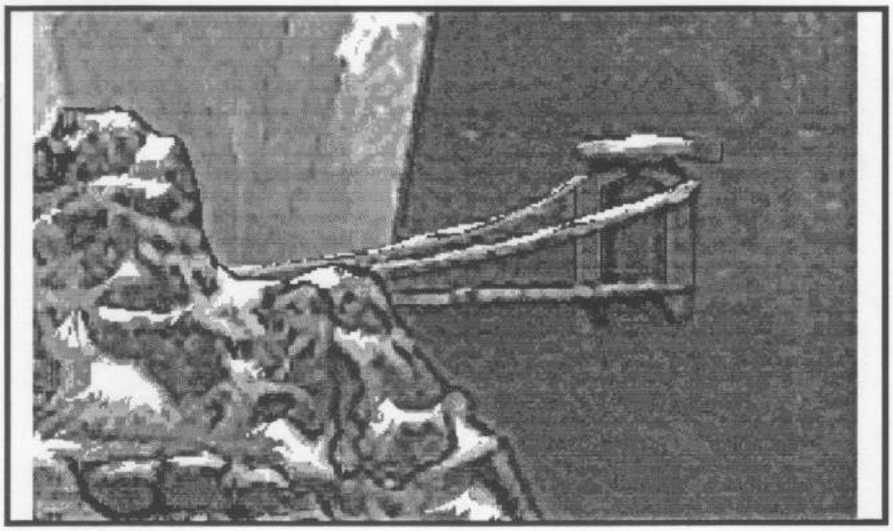
Touchable objects

Puzzles/IQ points

9/15/93

TM-DOOR

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Tibet Tower doorway with monk inside

Perspective

What happens here

Indy greeted by monk and given Hot Tea...fog lifts and all towers now visible
After Indy has the piece, he sees the true state of the ruins and head down back with Sherpa.

Doors to...	Actors	Sounds	Special Case Animations
TM1-PRYR	Monk Sherpa Indy		

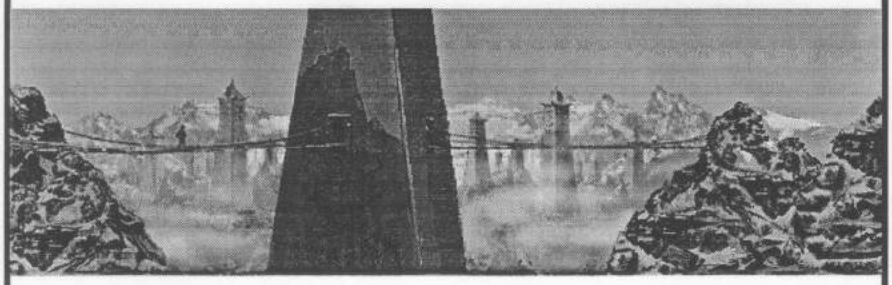
Pickupable objects	Multiple State Objects	Touchable objects

Puzzles/IQ points

9/15/93

TM-OVER

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Tibet Monastery Overview of towers/fog lifts

Perspective

What happens here

Indy and Sherpa arrive at the tower door
Indy proceeds to the doorway closeup

Doors to...

TM-DOOR

Actors

Indy
Sherpa

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

TM1-PRYR

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: First Tower Prayer Flag room

Perspective

What happens here:

Indy gets to read the prayer flags telling of the founding of the monastery

Doors to...
TM1-DOOR
TM1-TEST

Actors
Indy

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

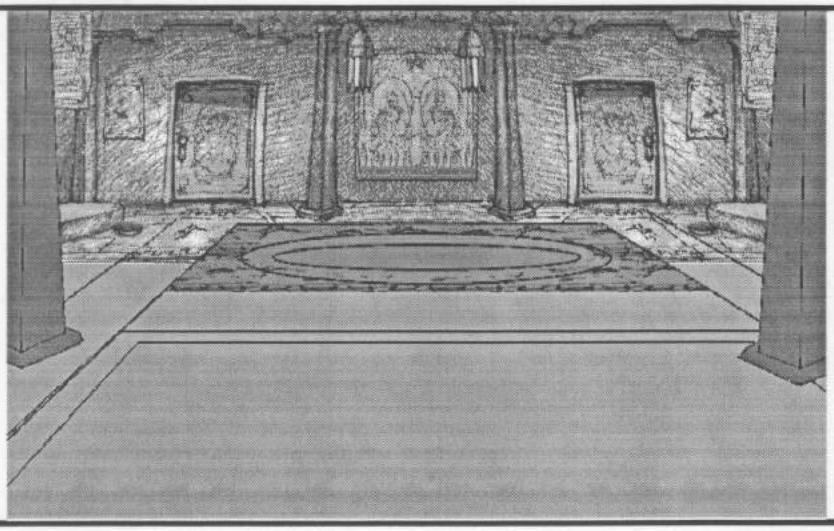
Touchable objects
FLAG-1
FLAG-2

Puzzles/IQ points

9/15/93

TM1-TEST

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: First Test of Indy...Greed

Perspective

What happens here

This room is in flames with the stone piece on one side, and an old monk on the other. Indy must decide if he is to pick up any of the valuable objects in this religous room. If he does, he fails the test.

Doors to...	Actors	Sounds	Special Case Animations
TM-OVER	Indy		

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

TM1-WARR

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: First Warrior... pull rug

Perspective

What happens here

Indy is confronted by a suit in armor which comes to life. Indy must fight the knight by moving him to the center of the room. He must then pull the rug from underneath him to prevail. If he fails, Indy backs out the door to TM-DOOR.

Doors to...
TM1-TEST
TM-OVER

Actors
Indy
Knight

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

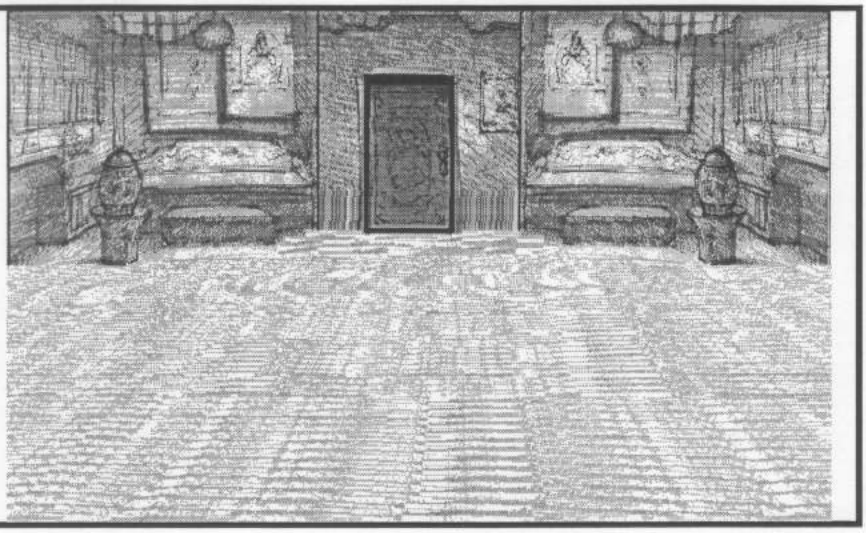
Touchable objects

Puzzles/IQ points

9/15/93

TM2-PRYR

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: More Prayer Flags/Ash

Perspective

What happens here

More prayer flags
Ashes in fireplace
The prayer flags tell of Magnus' use of the stones and the arrival of the piece (of stone).

Doors to...	Actors	Sounds	Special Case Animations
TM2-TEST	Indy		

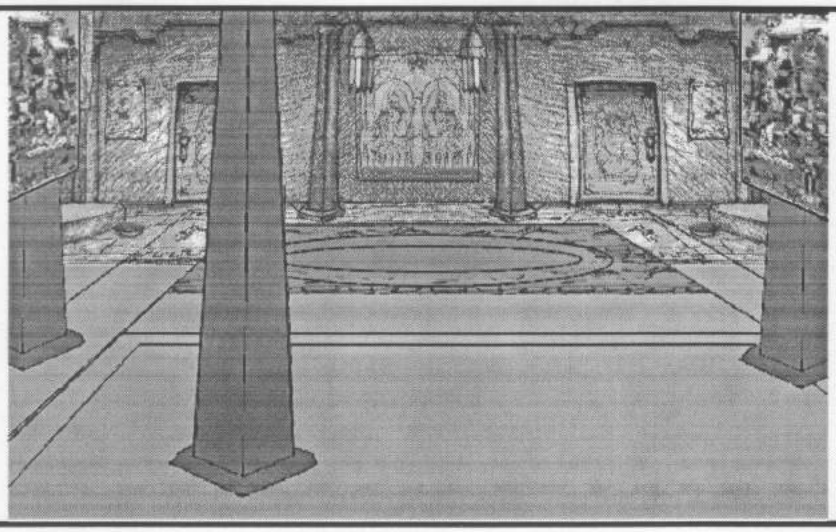
Pickupable objects	Multiple State Objects	Touchable objects
Ashes		

Puzzles/IQ points

9/15/93

TM2-TEST

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Test for ?

Perspective

What happens here

Doors to...: TM-OVER

Actors

Sounds

Special Case Animations

Pickupable objects: MANY!

Multiple State Objects

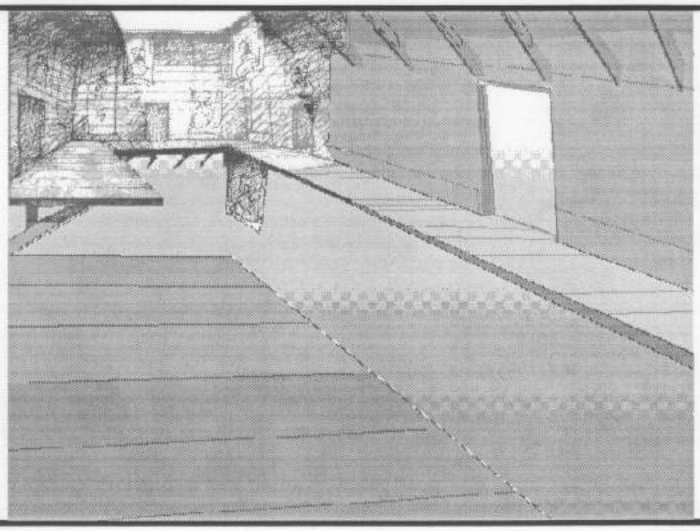
Touchable objects

Puzzles/IQ points

9/15/93

TM2-WARR

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Second Warrior...fall from walkway

Perspective

What happens here

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

TM3-PRYR

Priority

Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: More Prayer Flags

Perspective

What happens here

More flags
Indy picks up a sword.
The prayer flags show the breaking of the Ouroboros.
The next flag shows the arrival of many false claimants.
The next flag show the arrival of the true Restorer (Indy).

Doors to...	Actors	Sounds	Special Case Animations
TM3-TEST	Indy		

Pickupable objects	Multiple State Objects	Touchable objects
Sword		

Puzzles/IQ points

9/15/93

TM3-TEST

Priority

Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Test for Honor/Humility... get shield

Perspective

What happens here

A great sword battle ensues
When won, Indy must give sword to warrior
Indy receives shield in return
shield has emblem of oroborous

Doors to...

Actors

Indy
Warrior

Sounds

Special Case Animations

Pickupable objects

Shield

Multiple State Objects

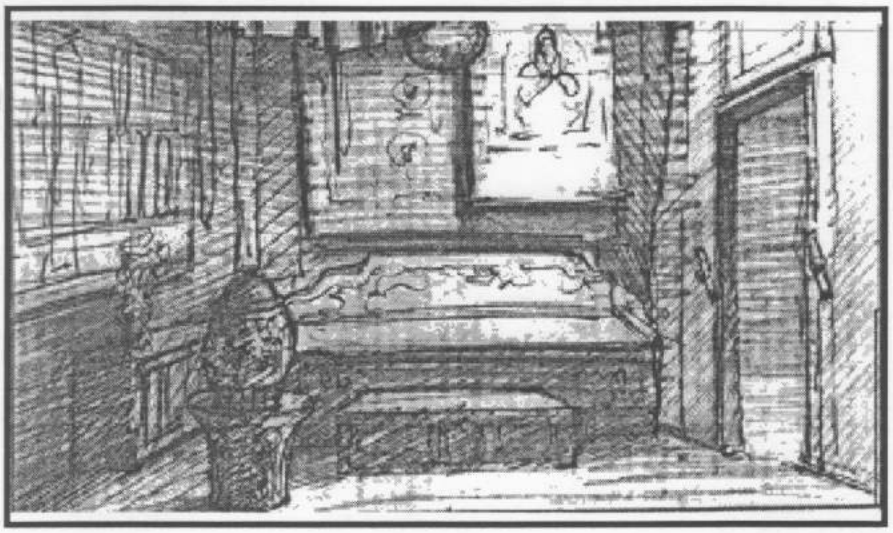
Touchable objects

Puzzles/IQ points

9/15/93

TM4-TEST

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: The test of humanity

Perspective

What happens here

Indy must decide between saving the old monk and getting the stone piece.
If he saves the monk, he passes to the next test.
If he grabs the piece, he plummets down and arrives at the monastary entrance.

Doors to...
TM-DOOR
TM-OVER

Actors
Indy
Monk

Sounds

Special Case Animations

Pickupable objects
tibet stone piece

Multiple State Objects

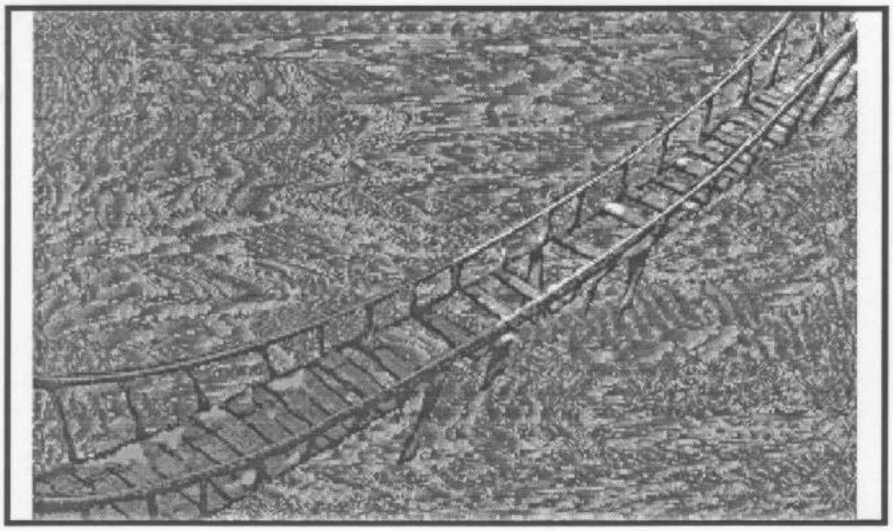
Touchable objects

Puzzles/IQ points

9/15/93

TM-BRIDGE

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Tibet Bridge... test of persistence?

Perspective

What happens here

Indy needs to solve the puzzle of walking across the bridge.

Doors to...

TM4-PRYR

Actors

Indy

Sounds

Special Case Animations

Pickupable objects

slats

Multiple State Objects

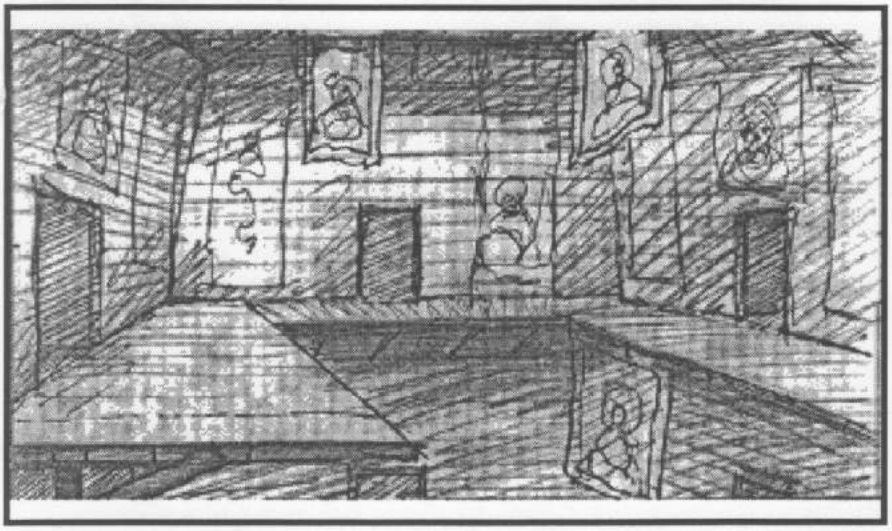
Touchable objects

Puzzles/IQ points

9/15/93

TM4-PRYR

Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: final prayer flags/final flag...restorer

Perspective

What happens here

Indy reads the final flags
Indy takes the uncompleted flag

Doors to...: TM4-TEST

Actors

Sounds

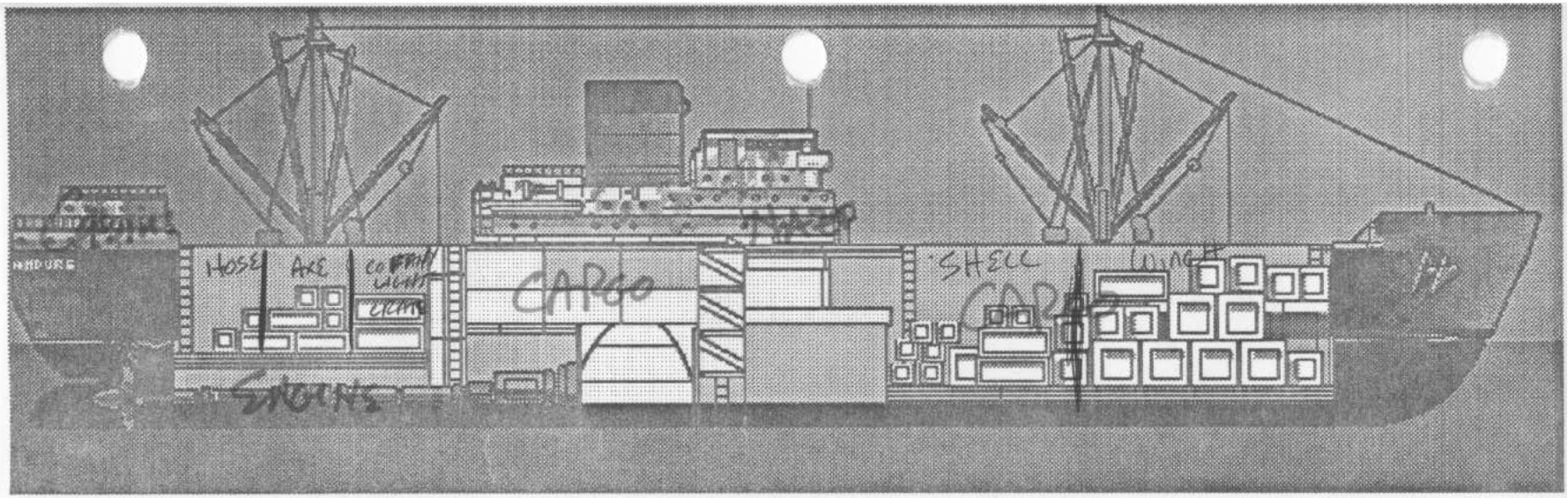
Special Case Animations

Pickupable objects: unfinished prayer flag

Multiple State Objects

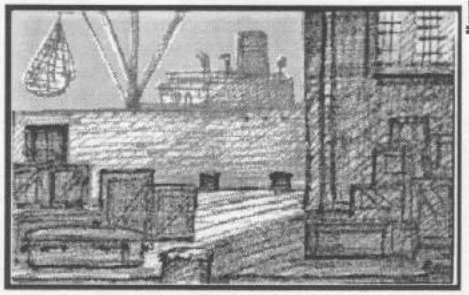
Touchable objects

Puzzles/IQ points


HOSE
AXE
CARGO
SHELL
CARGO

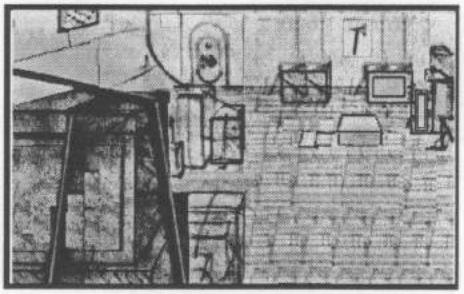
F-CRATES

Priority 1a



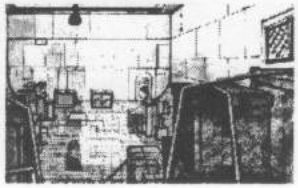
FC-AFT1

Priority 2a



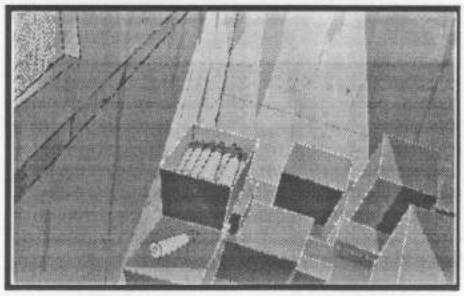
FC-AFT2

Priority 3a



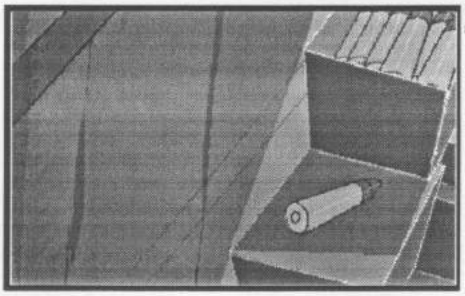
FC-FOR1

Priority 4a



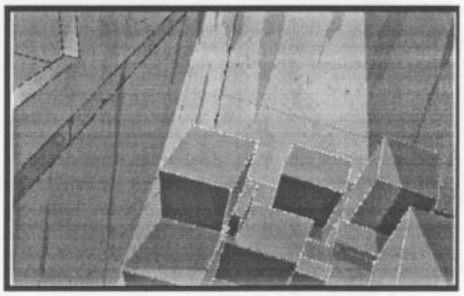
FC-FOR1z

Priority 4a



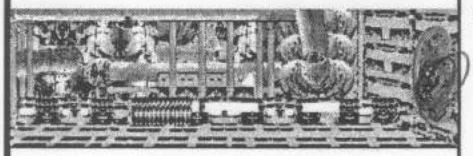
FC-FOR2

Priority 5a



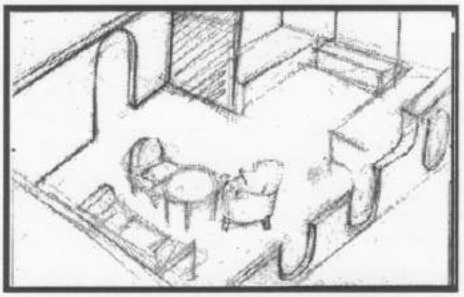
F-ENGINE

Priority 6a



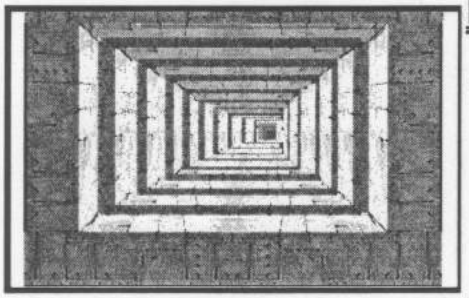
F-CABIN

Priority 7a



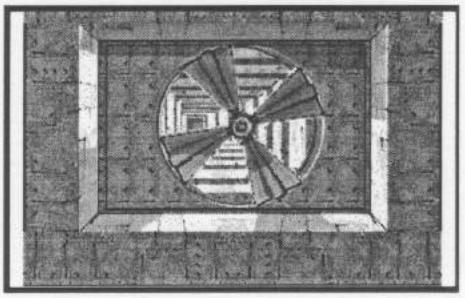
F-SHAFT

Priority 8a



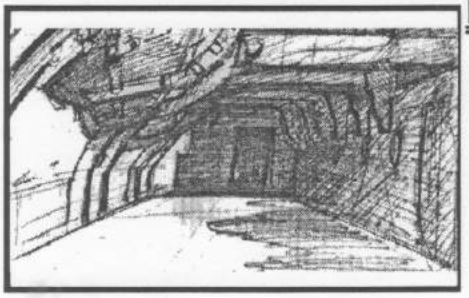
F-FAN

Priority 9a



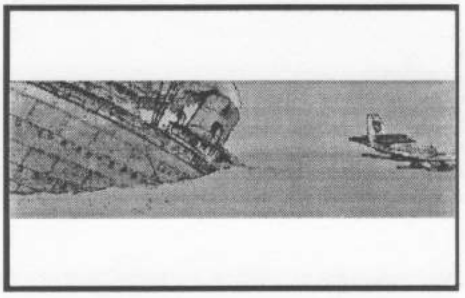
F-STRDCK

Priority 10b



F-SIDE

Priority 11b

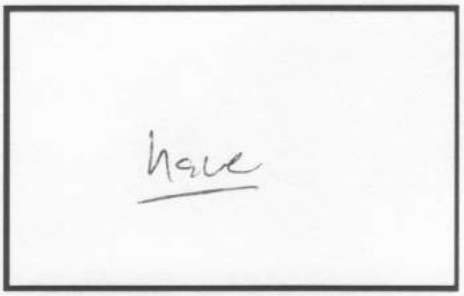


F-CU-NIY

Priority **12c**

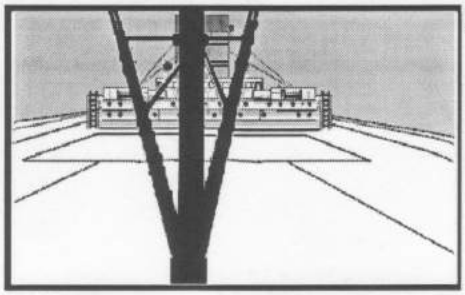
F-CU-DIY

Priority **13c**



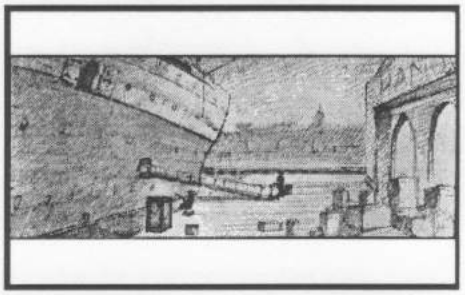
F-FORDCK

Priority **14c**



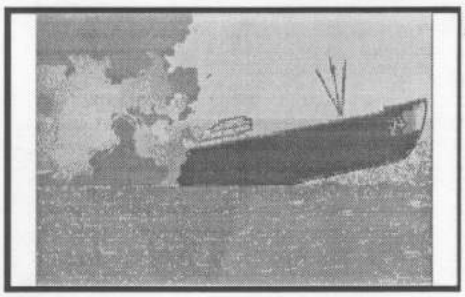
F-DOCK

Priority **15c**



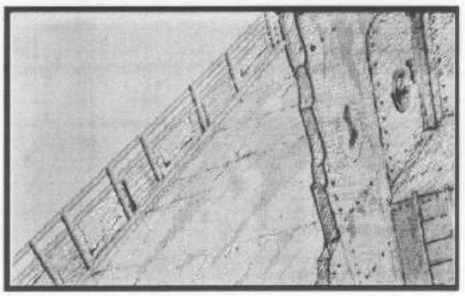
F-SINK

Priority **16c**



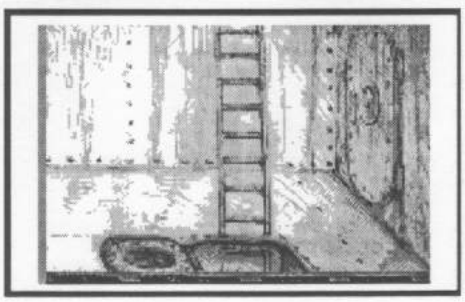
F-TILT

Priority **17c**



F-LADDER

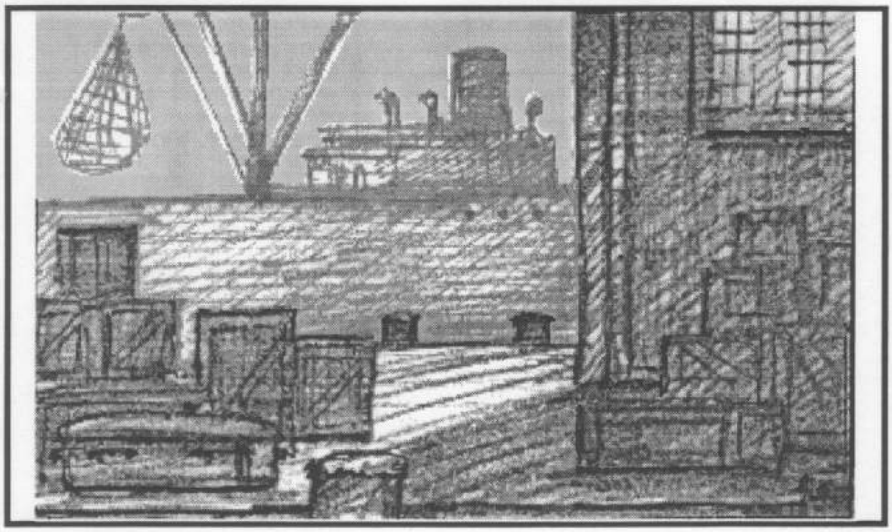
Priority **18c**



9/15/93

F-CRATES

1a
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Palette of Crates for onloading (plus a coffin)

Perspective

What happens here

Indy is unable to open any of the crates. He can read the labels, but they are nailed shut. There is a coffin here and Indy decides to open it up and get inside. Using a paperclip, Indy opens the coffin. Finding only radio equipment inside, he discards the equipment and gets inside. Coffin 'clicks' when lid is shut. Cut to F-DOCK and crates being loaded? Possible use of 3D cad for palette being loaded into cargo hold (w/ coffin)

Doors to...

F-DOCK

Actors

Sounds

Special Case Animations

*FH-MOTO Indy rides up with motorcycle
FH-UNLCK Indy unlocks coffin
FH-DUMP Indy dumps radio equipment
FH-COFIN Indy climbs aboard coffin
FH-PALET Palette lifts and loads

Pickupable objects

none

Multiple State Objects

Coffin lid

Touchable objects

crates/labels/coffin lock

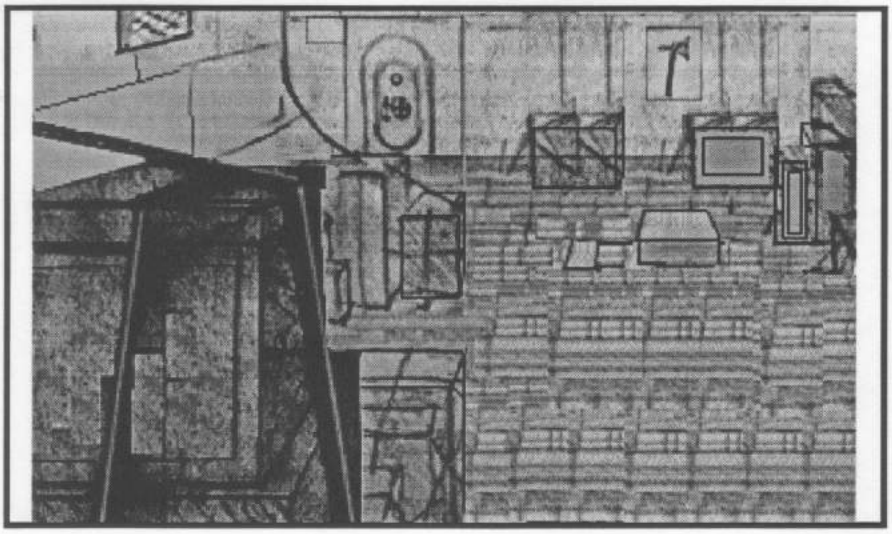
Puzzles/IQ points

Remove Paperclip from kiev papers, use in coffin

9/15/93

FC-AFT1

2a
Priority



Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Freighter Aft Cargo Room #1 fireaxe **Perspective**

What happens here

There is a Fireaxe here, but the vent is too high. Indy must use the firehose as a rope to lower himself down

Doors to...

F-SHAFT

Actors

Indy

Sounds

Special Case Animations

FC-UNROL Indy unrolls the firehose
FC-CLIMB Indy climbs down/up firehose
FC-AXE Indy pries open crates with axe

Pickupable objects

i-fireax

Multiple State Objects

Crates when opened
vent door

Touchable objects

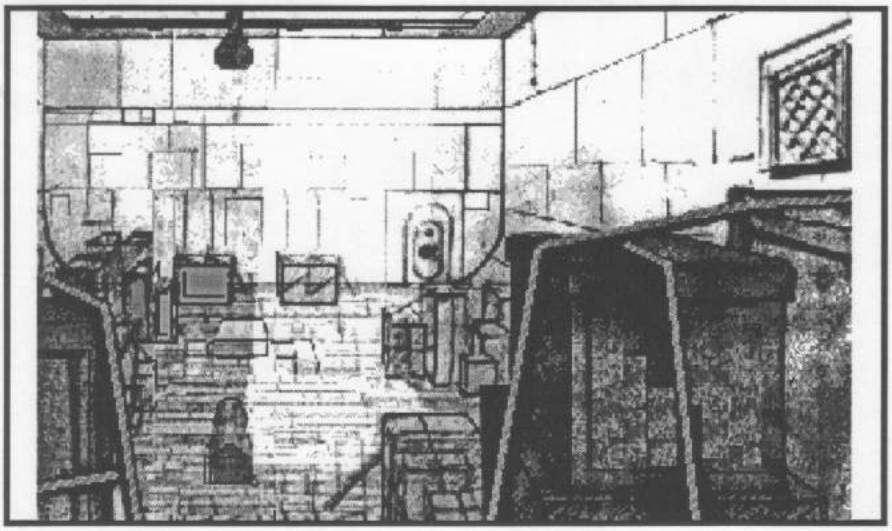
Crates/Labels/Locked Door/Vent

Puzzles/IQ points

9/15/93

FC-AFT2

3a
Priority



Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description Freighter Aft Cargo Room #2 coffin **Perspective**

What happens here

Indy is locked inside the coffin. Nadia finds him here... He is locked in, and looks for a way out.
Indy agrees to stay out of trouble if Nadia would just get him some food.
Nadia agrees and leaves the cargo hold, but just in case Indy doesn't cooperate, she locks the hold closed behind her.
After Nadia leaves, Indy goes interactive. He escapes through an air vent with the aid of a crate-containing some mining equipment.
Could be a Mercedes (Jager's car) here

Doors to...
F-SHAFT

Actors
Indy
Nadia

Sounds

Special Case Animations

FC-EAT Indy eats food from Nadia
FC-COF-X Indy climbs out of the coffin
FC-PRY Indy pries open a variety of crates
FC-PUSH Indy pushes a crate under the vent
*FC-IY-EAT Indy sits and eats walk talking

Pickupable objects
i-mlight Miners Helmet Light

Multiple State Objects
Openable Mining equipment crate
Door for Nadia
Coffin Lid
vent door

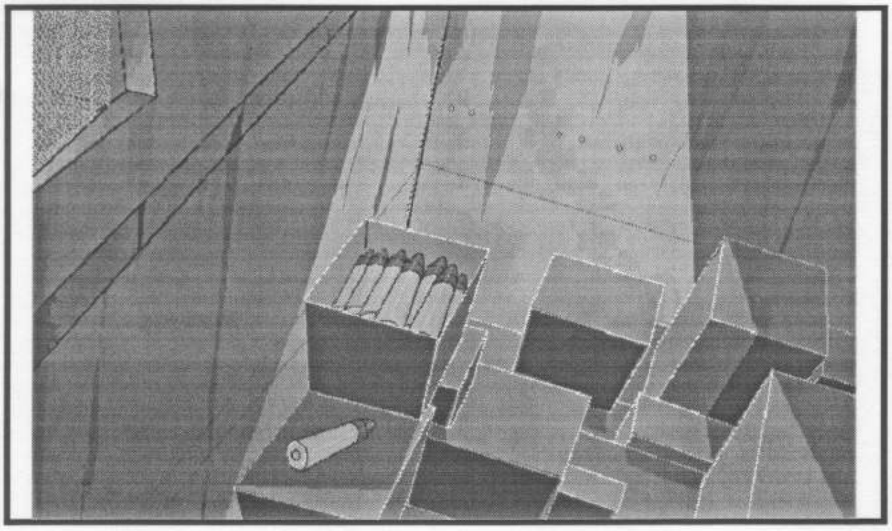
Touchable objects
Coffin, Pushable Crate, Mining equipment crate, Locked Door

Puzzles/IQ points
Push the crate, get the mining hat

9/15/93

FC-FOR1

4a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Freighter Forward Cargo Room #1 **Perspective**

What happens here

Indy opens a crate and removes an artillery shell

Doors to...

F-SHAFT

Actors

Indy

Sounds

Shell hitting crate, explosion

Special Case Animations

FC-CUTR Cut ropes with fireaxe... pick up
FC-PSHEL Indy picks up the shell
FC-GUARD Guard opens door and looks around

Pickupable objects

i-rope use fireaxe to cut rope
shell... but gets put back down!

Multiple State Objects

Door opening
Vent door
Room lighting?

Touchable objects

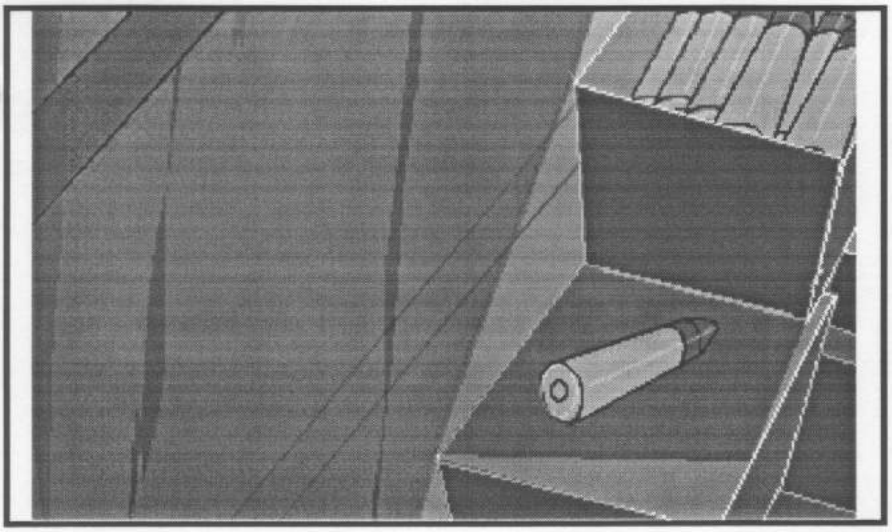
Crates, Labels, Shell

Puzzles/IQ points

9/15/93

FC-FOR1z

4a
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description: Close-up of rocking shell

Perspective

What happens here

Cutscene. The Artillery shell rocks back and forth... eventually falls

Doors to...

Actors

Sounds

Special Case Animations

FC-ROCK The shell rocks back and forth

Pickupable objects

none

Multiple State Objects

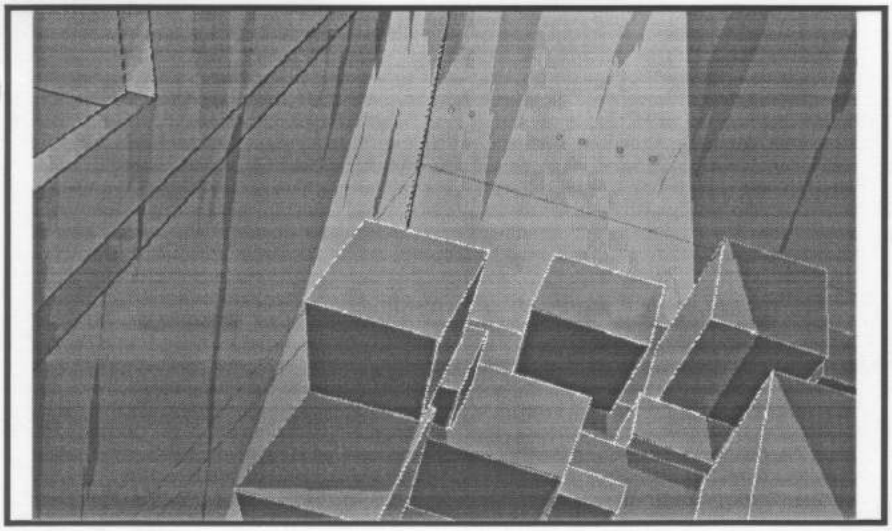
Touchable objects

Puzzles/IQ points

9/15/93

FC-FOR2

5a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description Freighter Forward Cago Room #2 **Perspective**

What happens here

Indy gets a block-and-tackle here (could be an old sack here)

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT	Indy		IY-CRATE Indy climbing down crates

Pickupable objects	Multiple State Objects	Touchable objects
i-pulley need 2 from sack of pulleys	Vent door Opening crate lids	Crates, Labels, 55 gallon drums of aircraft fuel, (pump?)

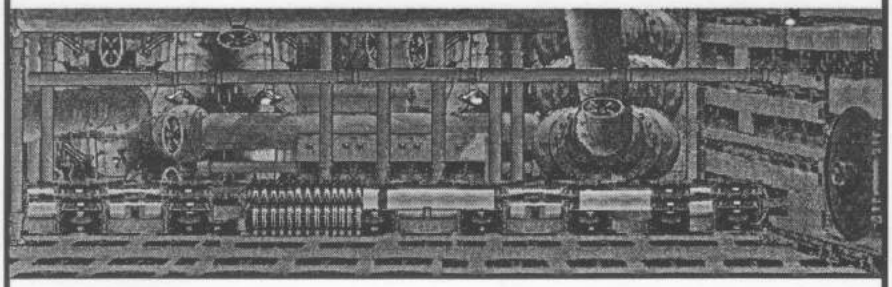
Puzzles/IQ points

Build a block & tackle from pullies and rope

9/15/93

F-ENGINE

6a
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Freighter Engine room

Perspective

What happens here

Lots of pistons move and steam occasionally escapes. Indy can be seen peering through a grate. Dunkel later ties Indy up here and tortures him (hands cuffed above his head). Water comes rushing in while steam burts pipes and flames flicker.
Indy has to escape from the cuffs after Dunkelvolk leaves. First he pulls himself up to pipe, and slides along pipe to fitting, then loosens fitting until he falls. Uses Zippo to light torch to cut handcuffs, uses sledge hammer to make homemade acetelyn tank torpedo to blast through bulkhead door.

Doors to...
F-LADDER

Actors
Indy
Dunkelvolk

Sounds
steam hiss,

Special Case Animations

FE-PUMEL	Dunkelvolk pummels Indy
FE-SWING	Indy swings up onto pipe
FE-SLIDE	Indy slides upsidedown on pipe
FE-FALL	Indy and pipe fall down
FE-CUFFS	Indy uses torch to remove cuffs
FE-TANK	Indy launches H2O tank through door
FE-PEER	Indy peers through grate? (c)
FE-WATER	Water rushes into room

Pickupable objects
i-airtnk O2 tank for torpedo
i-sledge for launching tank

Multiple State Objects
Exit door, pistons,
steam

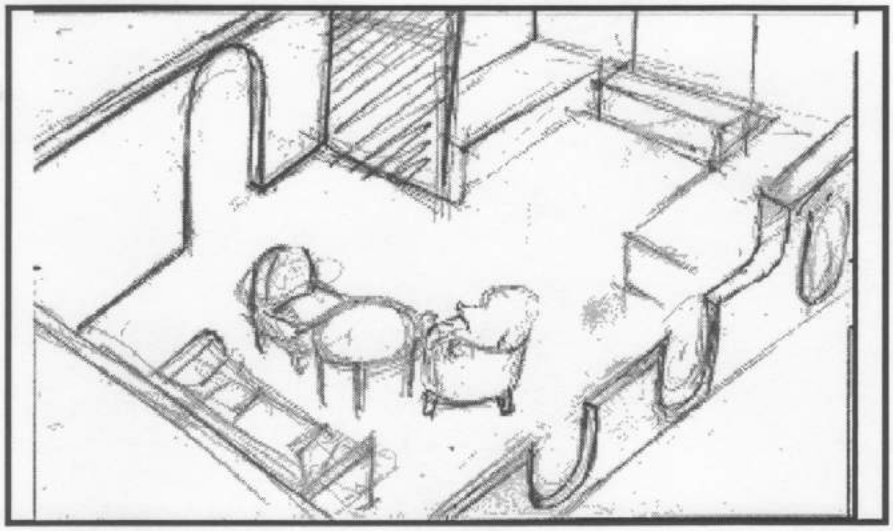
Touchable objects
pistons, shafts, etc.
hot pipes, valves,

Puzzles/IQ points
climb up pipe
start torch w/ flint from water-soaked Zippo lighter
Build torpedo from air tank

9/15/93

F-CABIN

7a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Dunkelvolk's cabin **Perspective**

What happens here

Dunkelvolk cleans gun, gets radio-gram, later confronts Indy.
Indy gets in here by kicking the vent 3 times. It gives a player to back out of this situation. Each time he kicks the vent, Dunkelvolk will react with a gun (if he is present).
If Dunkelvolk if not present, Indy will search the room and finds a locked metal cabnet with the stones in it.
Indy opens the cabnet with block and tackle.
Dunkelvolk comes in and captures Indy.
The wall should do a pixel fade desolve when entering the room

Doors to...

F-SHAFT

Actors

Dunkelvolk
Captain
Indy

Sounds

Special Case Animations

F-GRATE	Indy pushes the grate
F-LUGER	Dunkelvolk cleans his luger
F-CAPTN	Captain arrives to discuss radio-gram
F-TACKLE	Indy strains tackle to open cabinet
F-THUG	Guard takes stones to Seaplane
F-DGUN	Dunkelvolk draws gun on Indy

Pickupable objects

Multiple State Objects

Lots of drawers/cabinets
metal cabinet

Touchable objects

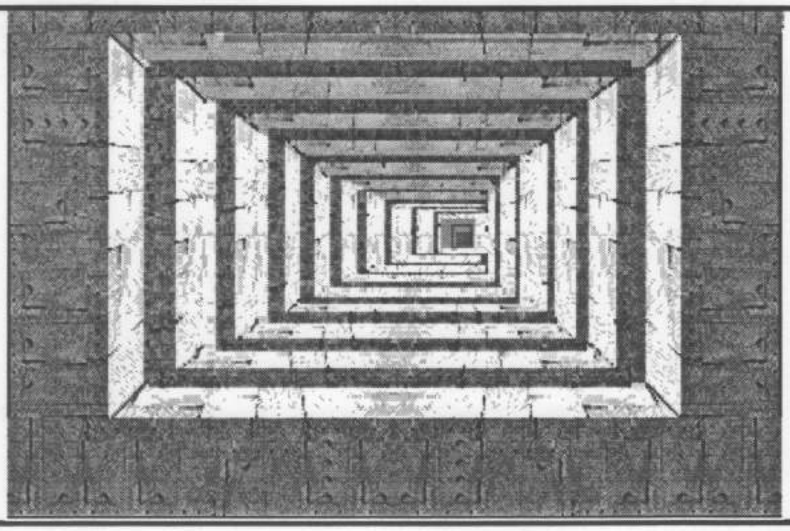
Metal Locker
Post from Metal Bunk

Puzzles/IQ points

9/15/93

F-SHAFT

8a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Freighter Air Shaft **Perspective**

What happens here

Indy travels through a first-person air shaft around the dark recesses of the tramp freighter.
This is how Indy gets around the ship. Eventually, this is also how he gets to Dunkelvolks cabin.

Doors to...

CARGOS
F-CABIN
F-FORDCK
F-STRDCK
F-FAN

Actors

Indy

Sounds

Special Case Animations

L-TURN Left turn
R-TURN Right turn

Pickupable objects

none

Multiple State Objects

Touchable objects

grease?, mildew

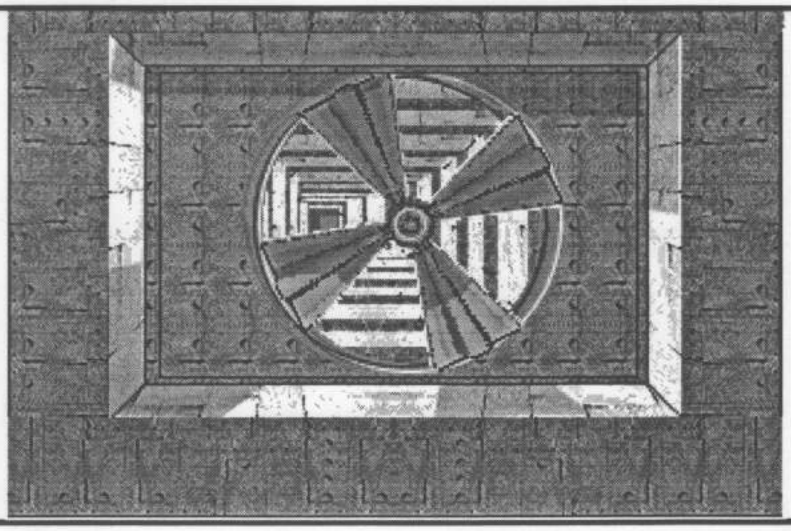
Puzzles/IQ points

Just a first person maze

9/15/93

F-FAN

9a
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Freighter Air Shaft Fan Room **Perspective**

What happens here

Indy must block the fan with his fireaxe

Doors to...

F-SHAFT

Actors

Indy

Sounds

Motor whine
Motor straining

Special Case Animations

F-JAM Indy jams the axe into the fan

Pickupable objects

none

Multiple State Objects

Rotating Fan Blades

Touchable objects

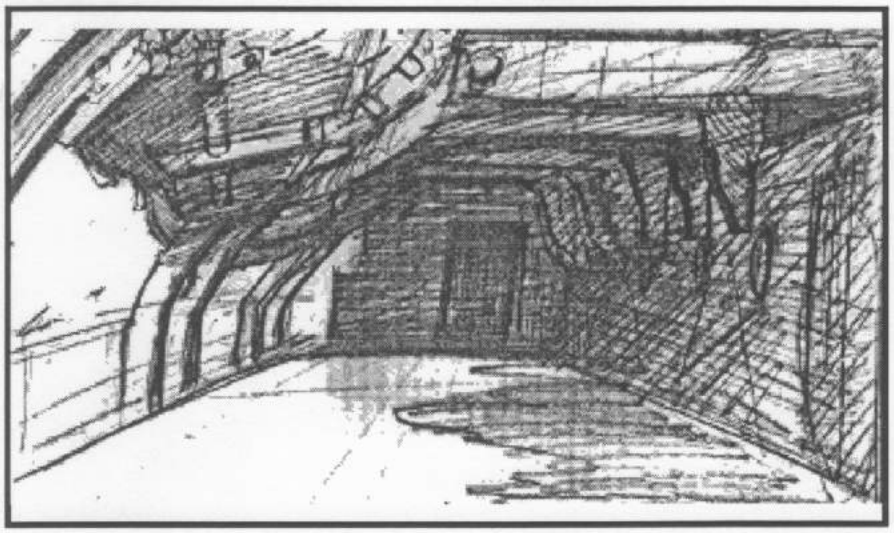
Puzzles/IQ points

Stop the blades with the Axe blade

9/15/93

F-STRDCK

10b
Priority



Check List

- Backgrounds BW ☐
- Backgrounds Color ☐
- Object States ☐
- Animations ☐

Room Specific Tasks

Room description Freighter Starboard Deck **Perspective**

What happens here

Indy first just gets a lovely view, later, he witnesses scene with Dunkelvolk catching Nadia.
Indy gets the firehose from the wall here

Doors to...

Actors

Indy
Guard
Nadia
Dunkelvolk

Sounds

Special Case Animations

F-NDRAIL Nadia looks over rail, found by Dv.
F-NDKICK Nadia disables the nazi guard, pushes him overboard

Pickupable objects

i-firehz Fire hose to use like rope

Multiple State Objects

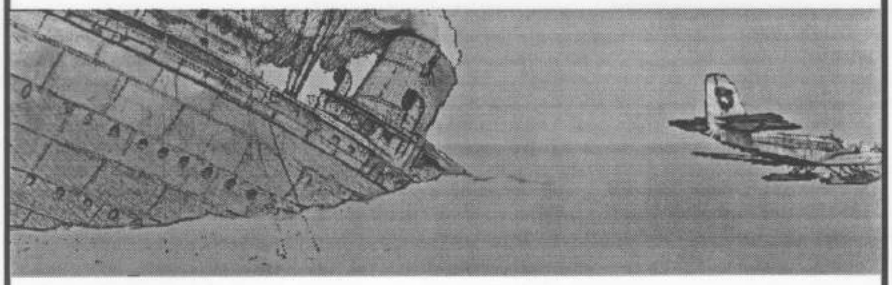
Touchable objects

Puzzles/IQ points

9/15/93

F-SIDE

11b
Priority



Check List

- Backgrounds BW ☐
- Backgrounds Color ☐
- Object States ☐
- Animations ☐

Room Specific Tasks

Room description Freighter side... indy dives **Perspective**

What happens here

Dunkelvolk lowers the boat.
Ju-52 starts its engines.
Dunkelvolk gets to the plane.
Indy dives off the boat and swims to the plane and grabs on to the pontoon.

Doors to...

Actors

Indy
Dunkelvolk
Air Plane

Sounds

Engine sound
Explosions from boat

Special Case Animations

FS-RAFT Dunkel lowers raft
FS-PADLE Dunkel paddles to seaplane
FS-DIVE Indy diving, swiming to plane
FS-SMOKE Ship is burning up
FS-PLANE Plane taking off

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

F-CU-NIY

12c
Priority

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description: In Cargo Hold, Indy talks with Nadia

Perspective

What happens here

Indy sits on coffin eating while Nadia talks about Letter from Soviet High Command Re: Iron Phoenix and disappearance of Hitler's ashes. Nadia turns away from Indy and towards camera when talking about her small village and the massacre by Jager and her hunt for him.

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

Touchable objects

Puzzles/IQ points

9/15/93

F-CU-DIY

13c
Priority

Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description: Freighter close up of Indy.

Perspective

What happens here

Indy prepares to be shot with Luger pointer at his forehead.

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

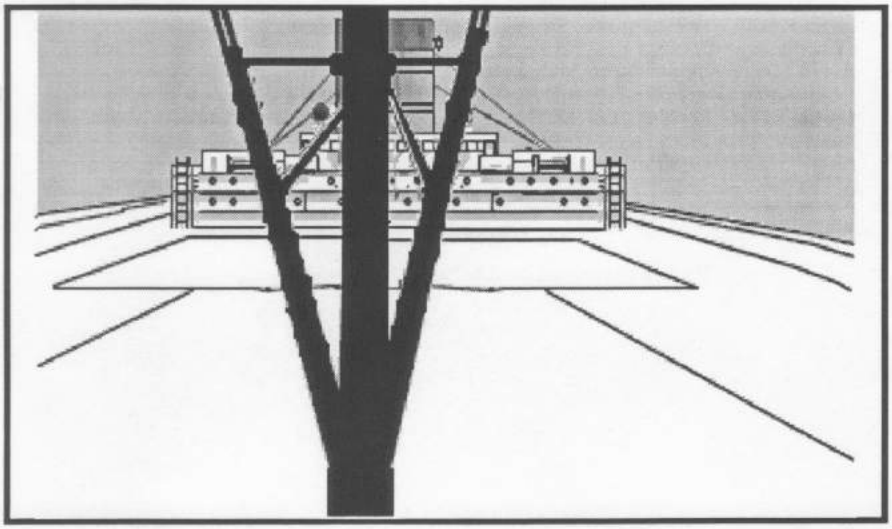
Touchable objects

Puzzles/IQ points

9/15/93

F-FORDCK

14c
Priority



Check List

Backgrounds BW	☐
Backgrounds Color	☐
Object States	☐
Animations	☐

Room Specific Tasks

Room description Freighter Fore deck (view through air shaft plus explosion) **Perspective**

What happens here

Indy just gets a nice view of the ship through a vent hole, and later, we see explosions rip through the hull in a cutscene.

Doors to...	Actors	Sounds	Special Case Animations
F-SHAFT		Explosions	FD-EXPLO Explosion rips through deck

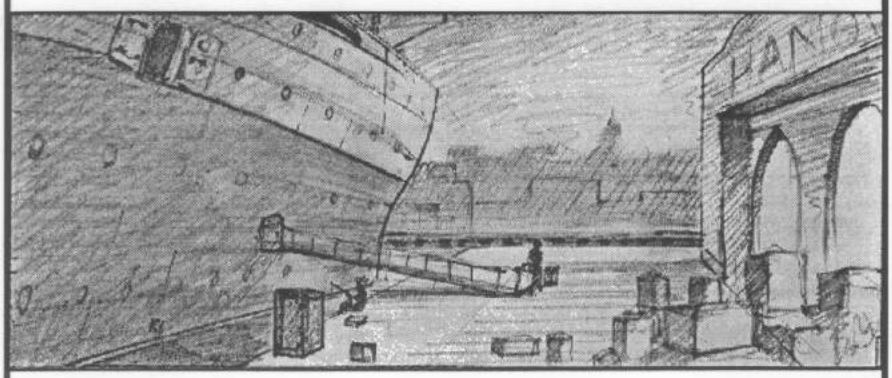
Pickupable objects	Multiple State Objects	Touchable objects
none		Cranes, cabins, cargo holds

Puzzles/IQ points

9/15/93

F-DOCK

15c
Priority



Check List

Backgrounds BW
Backgrounds Color
Object States
Animations

Room Specific Tasks

Room description Hamburg dock for frieghter **Perspective** Regular

What happens here

Indy arrives on motorbike. Indy confirms that this is the proper ship and that it is scheduled to leave any time now. Guard at stairs won't let him aboard. Return to dock scene as crates and coffin loaded aboard ship.

Doors to...

F-CRATES

Actors

Sounds

worker noises, motors, cranes

Special Case Animations

F-DOCKER Guard at stair entrance
F-IMOTOR Indy arriving on motorcycle
F-CRANE Crane loads cargo on board

Pickupable objects

none

Multiple State Objects

Touchable objects

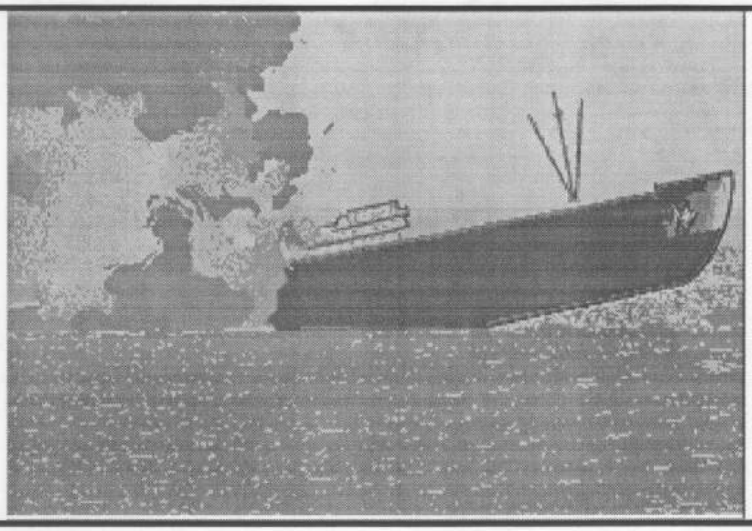
crates, stairs, guard, crane

Puzzles/IQ points

9/15/93

F-SINK

16c
Priority



Check List

- Backgrounds BW ☐
- Backgrounds Color ☐
- Object States ☐
- Animations ☐

Room Specific Tasks

Room description: Freighter sinking long view

Perspective

What happens here

Cutscene of freighter sinking under waves

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

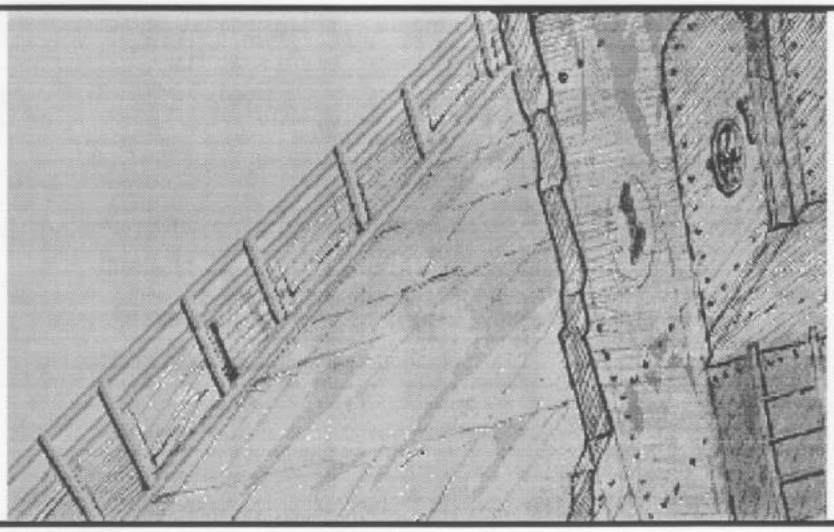
Touchable objects

Puzzles/IQ points

9/15/93

F-TILT

17c
Priority



Check List

Backgrounds BW ☐
Backgrounds Color ☐
Object States ☐
Animations ☐

Room Specific Tasks

Room description: Freighter Tilting room shot

Perspective

What happens here

Do a nice wall desolve if we come up with puzzles to do here!

Doors to...

Actors

Sounds

Special Case Animations

Pickupable objects

Multiple State Objects

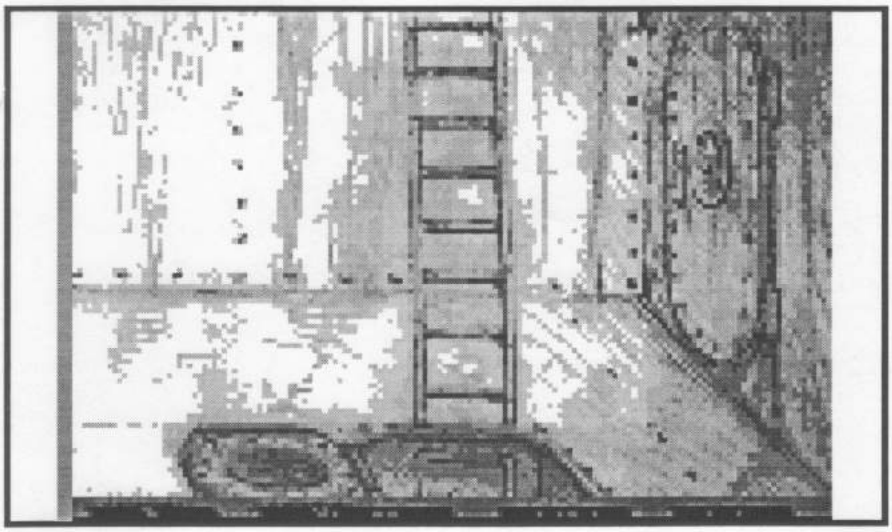
Touchable objects

Puzzles/IQ points

9/15/93

F-LADDER

18c
Priority



Check List

- Backgrounds BW
- Backgrounds Color
- Object States
- Animations

Room Specific Tasks

Room description: Freighter Ladder

Perspective

What happens here:

Indy climbs the ladder

Doors to...

F-LADDER

Actors

Sounds

Special Case Animations

F-CLIMB?

Pickupable objects

Multiple State Objects

Door to engine room

Touchable objects

Puzzles/IQ points